**SAVE THE CHILD**

From a long line of warriors Eriala finds herself in a whole lotta trouble when it turns out that the man she fell head over heels in love with is Apollo, god of light, music, and healing. As well as the father of her baby girl, Lyra. Except it isn’t one happy reunion when he comes back to them after abandoning them, With reasons of his own, he’s back and he wants Lyra. Dead. With the help of Zeus, Eriala must stop Apollo in order to save her daughter.

*Save the child* is a short adventure for four 1st level player characters (PC). The scenario takes place in a land that is hot and dry then is moved into an alternate reality, as was decided by Zeus, in order to shield the battle from the eyes of the mortals. The battle takes place In this alternate reality of the mortal world where an old stone building is now visible.

**Preparation**

You (DM) need the D&D core rulebooks: the *Player’s Handbook*, the *Dungeon Master’s Guide*, and the *Monster Manual* in order to play this adventure.

To start off, print out the adventure, including the map. Read the scenario to get to know what’s going on, the characters, the threat..etc. Then get to know the good and bad characters abilities, and such.

**Adventure Background**

Apollo's POV (point of view)

Apollo returned to Mount Olympus after seeing Eriala for the last time. He had grown tired of her, and like all gods do, cut himself loose. After months, though Apollo, who thought he had been rid of Eriala, began having visions. In his visions he saw Eriala, round with child. Then she was no longer with child, since her stomach began to lose its roundness. The child was now in her arms, a baby girl.

Eriala in his vision, laid the child on the ground before him. The child then began to age and grow. Slowly standing as she did, till she was a young woman. In her hand a sword, which she raised high above her head. Such strength she possessed at such a young age, Apollo marveled. Her hair shown like the sun, golden and full of light, her eyes were like fire, lit with rage, yet cold.

As he looked on he watched as behind her darkness began to grow and stir, shadows closing in. The shadows of death. The young woman looked Apollo in the eye and said “Father,” with a sneer. Apollo woke from his vision and immediately went to the home of the Fates. The one’s that knew what was, what is, and what is to be. There he consulted them about his visions. The Fates clearly saw his desperation and used this to their advantage.

They told him bluntly that this child was indeed his, and though that he was the god of light, music, and healing this child was born possessing negative traits or abilities, because of the way she was born. In bitterness, sadness, and hatred she was brought into the world.

The Fates smiled wickedly at Apollo. Telling him that if she were to continue down this path, she would be the one to destroy him, such would be the power she would grow to possess if she grew up. Apollo left for Eriala’s home to kill the child, not wanting to wait a moment more.

The Fates laughed amongst themselves. They had told Apollo the truth. Mostly. What they neglected to tell him was that if the child grew up well, the vision would never come to pass. In fact she would grow up to be one of the best and most sought after healers in the world. Bringing many sick and dying into the light and healing them. Giving them and empowering them to make their own destinies without any interference of the Fates. Making a better world for both gods and mortals.

But why would the Fates want that? They were the ones in fact to have sent the visions, weren’t they? The truth was the battle is what causes the child to become evil, with the death of her mother. Now to watch their plan unfold.

Eriala's POV\_\_\_\_\_\_\_\_\_\_\_\_\_

Eriala, warrior of modern day as a change of pace, Eriala moves to Arizona. There she meets the love of her life Barthol, there they get married soon after. As the months pass Eriala sees less and less of Barthol each day, until one day he never shows up at all, though she waited for days, there was no sign of him. It was like he disappeared off the face of the Earth. All that Eriala knew now was that she was going to give birth soon and the child would never know its father. When the child was born, Eriala called her Lyra. When they got home Barthol was waiting in the living room for them. He demanded the child of her and in rage she asked him who he thought he was, coming back all of a sudden making demands.

He resumed his normal form of Apollo, god of light, music, and healing Apollo demanded the life of his daughter Lyra, he knew that if she ever fell into the wrong hands, the world of man and gods would be thrown into chaos. Such was the potential power of this new demigod. In defiance Eriala fled from Apollo, fearing for the life of her child. Knowing the old ways of the gods, she called upon Zeus. Wanting to see some sport, he sent Heracles, Ares, Helen, and Hades to come to her aid. Hades not willing to be bothered, but understanding the importance of this battle, sent a substitute, his most trusted minion, his 3 headed dog, Cerberus. Apollo called his own help. A Manticore, three Cyclops, and his sister Artemis.

They all meet at noon prepared to fight. Just before they do however, a bolt of lightning hits the earth near where they all stood and a voice boomed in the sky. "YOU ARE A DISGRACE APOLLO, FEARING A CHILD! Just as you fear a mere mortal babe, shall a mortal you will become until the battle is over!" Another flash of lightning in the sky. The very ground shook from the roar of thunder. The sky grew dark as large grey clouds rolled in and a great fog swept over them all. Not one could see the other. When the fog cleared a great old stone building of some sort appeared. As all got their bearings the gods realized something strange. Ares, Apollo, and Artemis were no longer as bright as they were before. They were lacking in their usual "godly glow".

Ares took out his knife and just to test, cut his hand, softly at first then harder. A long line of blood appeared on his hand. About a good minute or two later it the blood slowly stopped flowing. Ares cursed under his breath. Zeus was going to make the gods work harder then usual just for Apollo’s rashness. At least he left us some healing powers, Ares thought rolling his eyes. God of war would like powers of ultimate destruction NOT healing. Seizing the opportunity Heracles and Helen made a shot at the Manticore. The Manticore hissed and clawed. Helen threw her dagger at its eye and Heracles pushed the Manticore away. The Manticore screamed in pain, now half blind, and fell hard on its side. Cerberus got to work. Cerberus lunged at one of the Cyclops head on, tooth and claw they fought. Ares closed swords with Apollo thinking about how all his past transgressions would be forgotten by his father if he could just win this battle, Artemis from a distance taking cheap shots with her bow and arrows. The fog rolls over them all again. Before it can clear Ares, Helen, Heracles, and Cerberus make a break for it and enter the old building in search of the child. When they all were inside, Heracles used his strength to pull down the columns on the sides of the entrance, causing the whole door to collapse. With the entrance blocked keeping Apollo at bay, for now, the battle to save the child has just begun.

**Adventure Synopsis**

The characters enter the old stone building and out of the dangers of the fog. After sealing the only entrance of the old stone building the characters then decide it is best to start exploring this strange old building in order to search for Lyra. The group walks down the hall on the east wing of the building. They come to a stop by a door that read weapons and then go inside. Once inside all PCs pick up some sort of weapon and then hear glass breaking just outside the room. Leaving the weapons room the PC’s run into the dreaded Cyclops.

**Adventure Hooks**

As DM, you know how to involve your PC’s in an adventure. The PCs are all going to be in a large stone building and they will need to cover a lot of ground in a short period of time. In this case a good hook would be to have the characters split up in pairs. This will make the adventure more challenging because the PCs will need to depend on one each other more to survive in this adventure. If this hook does not work for your adventure you can play by these other suggestions. Use the following adventure hooks to inspire your imagination, as the following hooks should make the adventure a little more interesting.

* Any player has the ability to grab the baby.
* The PCs find a map of the old stone building that reveals the location of several treasure chests and high ranking weapons.
* When a PC grabs child they will be more vulnerable to any attack. Defense of PC holding child will go down 3pts.
* Roofing may occasionally fall.
* Hide is an option but can be limited to only two uses to all PCs. (Upside: hide makes PC off limits to all attacks. Downside: PC that hides cannot use special attack for 1 turn.)
* Stuff can be picked up/used/dropped.
* Some items on the map were made to be used by certain PCs.
* Secret passages behind book cases, certain parts of the walls, and in the ground can make for a quick escape.

Beginning the Adventure

*Save the Child* is primarily a site- based adventure, though it starts off in the mortal world it moves to an alternate reality of the mortal world by Zeus . When the PCs enter the old stone building found in the alternate reality the action begins.

Map

**The old stone building**

Read at the start of the adventure. The following sections describe the rooms of the old stone building. All rooms are lit unless written otherwise. Entire building made of smooth stone.

Inside the old stone building there is no light to be seen anywhere in this seemly endless dark void. Suddenly the smell of something burning is in the air. In the distance a light, which appears to be a torch light, comes to life. The torch lights all begin to light up one by one till none is left without its own small flame. The room now lit, appears to be one of wealth in the past, but too long ago to even tell for sure who could have lived there. There are pieces of furniture of the modern world and of the old world, with a film of dust upon them from disuse. The rugs on the floor are dusty as well. Upon the walls are paintings from different times and places, though the older ones are cracked from age and are dusty.

**Weapons Room**

Read when PCs are within 5 feet of the weapons room door.

This room is full of weapons of all kinds. There are two large crates full of gleaming long and short swords from different places and times, each with something that makes them entirely different from the other. On the walls there are bows and their arrows. There are maces, axes, daggers, lances, javelins, staffs, armor, shields, hammers and other weapons. The only thing amiss in this room is the shattered glass just outside it. On one blade of glass, dark, nearly black blood. Cyclops blood.

**Creature:** Cyclops stumbles into view. He is slightly dazed from the sudden change in lighting. The Cyclops reaches behind himself and pulls out a huge piece of glass from his back. He looks at the glass then at the PCs, eye wide and glowing red, he is out for blood.

**Cyclops**:   
Hit dice: 6d4+3   
Initiative: +4   
Speed: 20 Ft (4 squares)   
Armor Class: 11   
Base Attack: +5/+6   
Attack: Throws fire from his forehead eye +3   
Full Attack: Explosions every 2 moves +4   
Space Reach: 8 squares   
Special Attack: Can stomp anything in his way +7   
Special Quality: Has a laser in his eye +3   
Skills: Has the ability to see in the dark +2

**Tactics:** Slightly disoriented by the change in lighting and loss of blood the Cyclops will swing at nearest target. If hit, the Cyclops will continue to hit that target. If the Cyclops misses it will move on to find an easier target. The Cyclops must be killed as quickly as possible.

Treasure: 3 small heath potions. (One health potion restores 3pt of health)

**Library**

Read once PCs have entered the library

Walking into the room it is dark, feels stuffy, and smells of old books. The windows of this room are in a moderately good condition. There is a long table of wood in the center of the room. The edges are cracked, chipped and the wood is dull from being un kept. In the middle of the table there is a broken chandelier made of iron. The chandelier had created long cracks on the tables surface when it fell. Above the table on the ceiling there is a long broken chain from where the chandelier used to hang Papers of sorts are scattered about on its surface. Papers in different languages, some that are long dead. One of these papers is a map of the secret passages of the old stone building. There are other papers on the table and an old scroll, reading: *Simple Yet Powerful Spells.* On the edge of the table looking slightly better than all the other papers is a red envelope. In the envelope is a metal key with the symbol of a dragon, with green emeralds for eyes.

The scroll of spells can be used throughout the adventure by certain PCs or all PCs. The spells on the scroll are:

**Fates Blessing:** This spell always hits its target, damages +6. Can only be used once. (Helen)

**Rays of Glory:** Advanced healing spell. Heals up to 5hp. Can be used to heal team player or yourself. (Helen)

**Healing:** Basic healing spell. Can be used only once +4. (All)

**Fireball:** Creates ball of fire, damages +3. (All)

**Dragon's Breath:** Allows PC to breath fire up to 5ft (squares, long distance spell), damages +5. (Ares)

**Warriors Strength:** Take less damage, increases defense +3. (Heracles)

**Shield of Fire:** Creates fire shield. Any enemy attacking at close range will be damaged +1.(All)

**Dragon Scales:** Temporary protection from weapon based attacks. Lasts one full turn. (Can be attacked with spells) (Ares)

**Dining Hall**

Read when PCs enter the room.

This room is lit, but dimly because of its size of about. This room has obviously seen better days, with its rich furnishings. There is a very long table going down the room. Seated at the table are skeletons dressed in rags that used to be fine clothes, both men and women. The skeleton at the head of the table is holding onto a goblet of some liquid in one hand and a treasure chest in the other. Going down the table in front of each skeleton is a dish of food of some sort, under some spell, the food still looks edible and good. Probably to ensnare and poison more people foolish enough to and drink of the table. Stationed at both sides of the room are knights with swords in their hands, decorating the room. The lack of dust in the room suggests that this room was very well taken care of in the past. There are audible echoes of the past in this room, a tinkling of glass, a cheer, and the faint occasional sound of some ball room music. It used to house parties but now the whispers from ghosts of the past can be heard. One of the torches go out in the back by the other door, then another. Heavy breathing and scraping is heard in the now darkened half of the room. A red dot appears in the darkness. Cyclops number two.

**Creature:** The Cyclops drags itself into the torchlight, red eye glowing brightly with hate. It is limping because its leg has been severely torn up. This Cyclops is the one that Cerberus had attacked outside. Unlike the other Cyclops, this one is wielding a very large wooden club. (Damage increase +3)

**Cyclops**:   
Hit dice: 6d4+3   
Initiative: +4   
Speed: 20 Ft (4 squares)   
Armor Class: 11   
Base Attack: +5/+6   
Attack: Throws fire from his forehead eye +3   
Full Attack: Explosions every 2 moves +4   
Space Reach: 8 squares   
Special Attack: Can stomp anything in his way+7   
Special Quality: Has a laser in his eye +3   
Skills: Has the ability to see in the dark +2

**Tactics:** Severely injured the Cyclops will move slowly, protecting its leg than attacking. It will attack the nearest target, move away, and then attack another target. This Cyclops will have +3 defense.

**Treasure:**

Treasure chest: has a vial of baby dragon’s blood. This variety of dragon blood is extremely toxic and if combined with a blade of a sword, dagger, or arrowhead, it can instantly kill a human and severely wound a higher being. 1 use.

Main Hall

Read when PCs enter the hall leading to the room.

This room is the largest room of the old stone building. There is an alter at the far right of the room by the wall. There are chains on the sides of the alter and very dark stains on the alter, suggesting that some sort of cult existed here at some point. In the center of the alter there is a dagger, it's blade a blood red stone, it's base a metal. There are large columns going down the room from both sides of the alter. At the center of the room there is a rug, also stained nearly black with blood from long, long ago. On the ceiling there is a painting of a sacrifice to the gods. A man being led to the alter, the clouds parted to reveal a very pleased Zeus.

**Treasure:** Sacrificial Dagger: Used for sacrifice long ago. Its blade is of magic and can create a wound that cannot be healed by magic, but by the gods themselves.

**Waiting Room**

Read once 3 feet from room.

The wind flows freely in this room. There is some furniture in this room and a rug in the center of this room. There is also a small bookshelf in this room at the very back. Cracks are all over the walls of this room from age. In the far corner of the rom a huge chunk of wall has crumbled in from damage done from the outside. On one stone there are burn marks. On another piece of the ruble there are deep claw marks.

**Creatures:**  Cyclops bursts through the hole in the wall unarmed but heading straight for the PCs. Manticore slinks in with some difficulty, it's scorpion tail up and ready to strike. This Manticore is half blind so it is having problems getting around and it is also very angry.

**Cyclops**:   
Hit dice: 6d4+3   
Initiative: +4   
Speed: 20 Ft (4 squares)   
Armor Class: 11   
Base Attack: +5/+6   
Attack: Throws fire from his forehead eye +3   
Full Attack: Explosions every 2 moves +4   
Space Reach: 8 squares   
Special Attack: Can stomp anything in his way+7   
Special Quality: Has a laser in his eye +3   
Skills: Has the ability to see in the dark +2

**Manticore:** Hit dice: 9d+14  
Initiative: +4  
Speed: Hit Dice: 6d1+9 50 ft (20 squares)   
Armor Class: 27  
Base Attack: +20/+20   
Space: 11 ft/ 11ft  
Special Quality: Immune to acid and cold, spell resistance 30   
Skills: Hide+21, Climb +19 Hit Points: 26

**Tactics** : This Cyclops will attack nearest target. It will randomly select targets afterwards. The Manticore will attack the weakest target and move up to the strongest targets.

**Garden**

Read once PCs enter the room.

Unlike the other rooms this room ia beautiful and full of life. The moon shines down on this place, brightly. The grass is green and the air is sweet from the gardens trees and flowers. There are all kind of plants here and they all glisten with dew. On all four sides of the garden there are large and tall columns, each have vines winding all the way to the top. There are statues of cherubs shooting arrows and bathing. In the middle of the garden there is a large pool and on the bottom of the pool there is a mosaic. It is of Aphrodite and how she first came to be. At the bottom of the pool there is also a glass chest. With Lyra inside.

**Creatures:** Apollo walks out from behind a column sword of light in hand. His walk is confident, he feels he can win this battle. Artemis blocks the exit after jumping down from the wall above. She aims her arrows at the PCs. Both see the PCs have the dagger of sacrifice and are more cautious, even more so when they see the baby dragon’s blood. **Apollo**:   
Hit dice: 3d 10+8  
Initiative: +2  
Speed: 10 squares   
Armor Class: +25   
Base Attack: shoots bullets of fire +10   
Attack: Throws rings of fire +15   
Full Attack: energy ball +29   
Space Reach: 12 squares   
Special Attack: flames everywhere  
Special Quality: lights any dark area +3, melts thing +5, protects himself with cap   
Skills: +5fire +8

**Artemis**:   
Hit dice: 9d4+12   
Initiative: +12   
Speed: 22 Ft (12 squares)   
Armor Class: 18  
Base Attack: +13/+15   
Space: 12 ft/ 12 ft   
Special Quality: Detects enemies, spell resistance 25  
Skill: Move silently+10, Spot + 14 Hit points: 24

**Tactics:** Apollo will attack head on the nearest targets. If more then one PC manages to hit him he will protect himself with his cape. If he has the opportunity he will melt the weapon in PCs hand. Artemis will attack from afar using her bow and arrows, the furthest targets and stay in an area will she will not be in the open. She will move often from her position in order to decrease the chances of being hit.

Using the dagger of sacrifice and the baby dragons blood Apollo and Artemis will be too hurt to continue the battle and will be forced to call upon their father to save them. You win.

**Treasure:** Lyra (You will need the Dragon's Key from red envelope to open glass chest)

**Concluding the Adventure**

The adventure is over when Apollo and Artemis are defeated and Lyra is released from the glass chest. Once these conditions have been met Eriala and Lyra are brought back to their own reality, Ares is forgiven, and Heracles and Cerberus are returned to their proper places/homes.

**Further Adventures**

All is well in the world of the gods and mortals but a few years later the Fates use Ares to do their bidding when he finds out that Lyra, now 15 years old, will be a piece in the puzzle of creating world piece, a big piece. World peace? There might never be another war? Ares won’t stand for that. Fortunately Lyra has a new friend. Aphrodite. With peace comes love and for the sake of love Aphrodite will fight for this young demigods life.